

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:
an input device;
a display device;
a processor; and
a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the input device, for each play of a bonus game, to:

(a) select and display at least one of a plurality of different outcomes of a first round,

(b) select one of a plurality of different probabilities of providing a winning outcome of a second round, wherein said probability of providing said winning outcome of said second round is: (i) greater than zero, (ii) is selected based exclusively on the number of non-selected outcomes of said first round and (iii) selected regardless of which of any of the outcomes of said first round were selected,

(c) determine whether to provide a player the winning outcome of the second round, wherein said determination is based on the selected probability of providing said winning outcome of said second round, and

(d) display an award based on at least one of the selected outcomes of the first round and any winning outcome of the second round, wherein said award is determined independent of any base game outcome.

Claim 2 (previously presented): The gaming device of Claim 1, wherein when executed by the processor, said plurality of instructions cause said processor to provide the player an award based on the selected outcome of said first round and the winning outcome of said second round if said determination is to provide the player the winning outcome of said second round.

Claim 3 (previously presented): The gaming device of Claim 1, wherein when executed by the processor, said plurality of instructions cause said processor to provide the player an award based on the selected outcome of the first round if said determination is not to provide the player the winning outcome of said second round.

Claim 4 (previously presented): The gaming device of Claim 1, wherein when executed by the processor, said plurality of instructions cause the processor to enable the player to play the first round.

Claim 5 (previously presented): The gaming device of Claim 1, wherein when executed by the processor, said plurality of instructions cause the processor to enable the player to play the second round.

Claim 6 (previously presented): The gaming device of Claim 1, wherein when executed by the processor, said plurality of instructions cause the processor to enable the player to play the first round and the second round.

Claim 7 (original): The gaming device of Claim 1, which includes at least one subsequent round, at least one winning outcome of said subsequent round and a plurality of different probabilities of providing said winning outcome of said subsequent round.

Claim 8 (previously presented): The gaming device of Claim 7, wherein when executed by the processor, said plurality of instructions cause the processor to select one of the probabilities of providing said winning outcome of said subsequent round based on the selected outcome of said first round and determine whether to provide the player the winning outcome of said subsequent round based on the selected probability of providing said winning outcome of said subsequent round.

Claim 9 (previously presented): The gaming device of Claim 7, wherein when executed by the processor, said plurality of instructions cause the processor to select one of the probabilities of providing said winning outcome of said subsequent round based on the selected outcome of said second round and determine whether to provide the player the winning outcome of said subsequent round based on the selected probability of providing said winning outcome of said subsequent round.

Claim 10 (previously presented): The gaming device of Claim 7, wherein when executed by the processor, said plurality of instructions cause the processor to select one of the probabilities of providing said winning outcome of said subsequent round based on the selected outcome of said first round and said second round and determine whether to provide the player the winning outcome of said subsequent round based on the selected probability of providing said winning outcome of said subsequent round.

Claim 11 (currently amended): A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a first round;
a plurality of different outcomes of said first round;
a second round;
a winning outcome of said second round;
a plurality of different probabilities of providing said winning outcome of said second round; and

a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event, for each play of a bonus game:

(a) one of said plurality of outcomes of said first round is selected and displayed;

(b) one of said different probabilities of providing said winning outcome of said second round is selected, wherein said probability of providing said winning outcome of said second round is: (i) greater than zero, (ii) ~~is~~ selected based exclusively on the number of non-selected outcomes of said first round and (iii) selected regardless of which one of the outcomes of said first round was selected;

(c) a determination of whether to provide the player the winning outcome of the second round occurs, wherein said determination is based on the selected probability of providing said winning outcome of said second round, and

(d) display an award based on at least one of the selected outcomes of the first round and any winning outcome of the second round, wherein said award is determined independent of any primary wagering ~~base~~ game outcome.

Claim 12 (previously presented): The gaming device of Claim 11, wherein an award based on the selected outcome of said first round and the winning outcome of said second round are provided to the player if said determination is to provide the player the winning outcome of said second round.

Claim 13 (original): The gaming device of Claim 11, wherein an award based on the selected outcome of the first round is provided to the player if said determination is not to provide the player the winning outcome of said second round.

Claim 14 (original): The gaming device of Claim 11, wherein the player is enabled to play the first round.

Claim 15 (original): The gaming device of Claim 11, wherein the player is enabled to play the second round.

Claim 16 (original): The gaming device of Claim 11, wherein the player is enabled to play the first round and the second round.

Claim 17 (original): The gaming device of Claim 11, which includes at least one subsequent round, at least one winning outcome of said subsequent round and a plurality of different probabilities of providing said winning outcome of said subsequent round.

Claim 18 (original): The gaming device of Claim 17, wherein one of the probabilities of providing said winning outcome of said subsequent round is selected based on the selected outcome of said first round and a determination of whether to provide the player the winning outcome of the subsequent round occurs, wherein said determination is based on the selected probability of providing said winning outcome of said subsequent round.

Claim 19 (original): The gaming device of Claim 17, wherein one of the probabilities of providing said winning outcome of said subsequent round is selected based on the selected outcome of said second round and a determination of whether to provide the player the winning outcome of the subsequent round occurs, wherein said determination is based on the selected probability of providing said winning outcome of said subsequent round.

Claim 20 (original): The gaming device of Claim 17, wherein one of the probabilities of providing said winning outcome of said subsequent round is selected based on the selected outcome of said first round and said second round and a determination of whether to provide the player the winning outcome of the subsequent round occurs, wherein said determination is based on the selected probability of providing said winning outcome of said subsequent round.

Claim 21 (currently amended): A gaming device comprising:
an input device;
a display device;
a processor; and
a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the input device, for each play of a bonus game, to:

(a) select and display a number of a plurality of positive outcomes of a first round,

(b) select one of a plurality of different probabilities of providing a positive outcome of a second round, wherein said probability of providing said positive outcome of said second round is: (i) greater than zero, (ii) ~~is~~ selected based exclusively on the number of non-selected positive outcomes of said first round and (iii) selected regardless of which of any of the positive outcomes of said first round were selected,

(c) determine whether to provide a player the positive outcome of the second round, wherein said determination is based on the selected probability of providing said positive outcome of said second round, and

(d) display an award based on at least one of the selected outcomes of the first round and any positive outcome of the second round, wherein said award is determined independent of any base game outcome.

Claim 22 (currently amended): A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a first round;
a plurality of different positive outcomes of said first round;
a second round;
a positive outcome of said second round;
a plurality of different probabilities of providing said positive outcome of said second round; and

a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event, for each play of a bonus game,

(a) a number of said plurality of positive outcomes of said first round are selected and displayed,

(b) one of said different probabilities of providing said positive outcome of said second round is selected, wherein said probability of providing said positive outcome of said second round is: (i) greater than zero, (ii) ~~is~~-selected based exclusively on the number of non-selected positive outcomes of said first round and (iii) selected regardless of which of any of the positive outcomes of said first round were selected,

(c) a determination of whether to provide the player the positive outcome of the second round occurs, wherein said determination is based on the selected probability of providing said positive outcome of said second round, and

(d) display an award based on at least one of the selected outcomes of the first round and any positive outcome of the second round, wherein said award is determined independent of any primary wagering~~base~~ game outcome.

Claim 23 (currently amended): A gaming device comprising:
an input device;
a display device;
a processor; and
a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the input device, for each play of a bonus game, to:

(a) indicate at least one of a range of different independently determined values of a first round to a player,

(b) select one of a range of different probabilities of obtaining a modifier of a second round, wherein the greater the indicated value of said first round the lower the selected probability of obtaining said modifier of said second round, the probability of obtaining said modifier of the second round is greater than zero and the probability of obtaining said modifier of the second round is selected regardless of which of any of the determined values of said first round were indicated,

(c) determine whether to provide the player said modifier of said second round, wherein said determination is based on the selected probability of obtaining said modifier of said second round,

(d) provide the player the indicated value of the first round if the determination is not to provide the player said modifier of said second round,

(e) modify the indicated value of said first round by said modifier of the second round if the determination is to provide the player said modifier of said second round, and

(f) display said modified value, wherein said modified value is determined independent of any base game outcome.

Claim 24 (previously presented): The gaming device of Claim 23, wherein when executed by the processor, said plurality of instructions cause said processor to provide the player any modified value.

Claim 25 (original): The gaming device of Claim 23, wherein said first round includes a plurality of opportunities to obtain said values, wherein each of said opportunities is associated with a probability of obtaining one of said values.

Claim 26 (previously presented): The gaming device of Claim 25, wherein when executed by the processor, said plurality of instructions cause said processor to provide the player at least one of said plurality of opportunities and to determine based on the associated probability for each provided opportunity whether to indicate one of said values.

Claim 27 (currently amended): A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a first round;
a range of different independently determined values of said first round;
a second round including a modifier;
a range of different probabilities of obtaining said modifier of said second round;
and

a triggering event associated with said primary wagering game wherein, after the occurrence of said triggering event, for each play of a bonus game,:

(a) at least one of said values of said first round is indicated to the player,

(b) one of said different probabilities of obtaining said modifier of said second round is selected, wherein the greater the indicated value of said first round the lower the selected probability of obtaining said modifier of said second round, the probability of obtaining said modifier of said second round is greater than zero and the probability of obtaining said modifier of said second round is selected regardless of which of any of the values of said first round were indicated,

(c) a determination of whether to provide the player said modifier of said second round occurs, wherein said determination is based on the selected probability of obtaining said modifier of said second round,

(d) the player is provided the indicated value of the first round if the determination is not to provide the player said modifier of said second round,

(e) the indicated value of said first round is modified by said modifier of the second round if the determination is to provide the player said modifier of said second round, and

(f) display said modified value, wherein said modified value is determined independent of any primary wagering ~~base~~ game outcome.

Claim 28 (original): The gaming device of Claim 27, wherein the player is provided any modified value.

Claim 29 (original): The gaming device of Claim 27, wherein said first round includes a plurality of opportunities to obtain said values, wherein each of said opportunities is associated with a probability of obtaining one of said values.

Claim 30 (original): The gaming device of Claim 29, wherein the player is provided at least one of said plurality of opportunities and a determination occurs based on the associated probability for each provided opportunity of whether to indicate one of said values.

Claim 31 (currently amended): A gaming device comprising:
an input device;
a display device;
a processor; and
a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the input device, for each play of a bonus game, to:

(a) indicate at least one of a range of different independently determined values of a first round to a player,

(b) select one of a range of different probabilities of obtaining a modifier of a second round, wherein the greater the indicated value of said first round, the higher the selected probability of obtaining said modifier of said second round, the probability of obtaining said modifier of said second round is greater than zero and the probability of obtaining said modifier of said second round is selected regardless of which of any of the determined values of said first round were indicated,

(c) determine whether to provide the player said modifier of said second round, wherein said determination is based on the selected probability of obtaining said modifier of said second round,

(d) provide the player the indicated value of the first round if the determination is not to provide the player said modifier of said second round,

(e) modify the indicated value of said first round by said modifier of the second round if the determination is to provide the player said modifier of said second round, and

(f) display said modified value, wherein said modified value is determined independent of any base game outcome.

Claim 32 (previously presented): The gaming device of Claim 31, wherein when executed by the processor, said plurality of instructions cause said processor to provide the player any modified value.

Claim 33 (currently amended): A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a first round;
a range of different independently determined values of said first round;
a second round including a modifier;
a range of different probabilities of obtaining said modifier of said second round;
and
a triggering event associated with said primary wagering game wherein, after the occurrence of said triggering events, for each play of a bonus game;

(a) at least one of said values of said first round is indicated to the player,

(b) one of said different probabilities of obtaining said modifier of said second round is selected, wherein the greater the indicated value of said first round, the higher the selected probability of obtaining said modifier of said second round, the probability of obtaining said modifier of said second round is greater than zero and the probability of obtaining said modifier of said second round is selected regardless of which of any of the values of said first round were indicated,

(c) a determination of whether to provide the player said modifier of said second round occurs, wherein said determination is based on the selected probability of obtaining said modifier of said second round,

(d) the player is provided the indicated value of the first round if the determination is not to provide the player said modifier of said second round,

(e) the indicated value of said first round is modified by said modifier of the second round if the determination is to provide the player said modifier of said second round, and

(f) display said modified value, wherein said modified value is determined independent of any primary wageringbase game outcome.

Claim 34 (original): The gaming device of Claim 33, wherein the player is provided any modified value.

Claim 35 (currently amended): A gaming device comprising:
an input device;
a display device;
a processor; and
a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the input device, for each play of a bonus game, to:

(a) select and display at least one of a plurality of different outcomes of a first round,

(b) enable a player to accept or reject said selected outcome of said first round,

(c) provide the player said selected outcome of said first round if the player accepts said selected outcome of said first round,

(d) select one of a plurality of different probabilities of providing a positive outcome of a second round if the player rejects said selected outcome of said first round, wherein said probability of providing said positive outcome of said second round is: (i) greater than zero, is (ii) selected based exclusively on the number of non-selected outcomes of said first round and (iii) selected regardless of which of any of said outcomes of said first round were selected,

(e) determine whether to provide the player the positive outcome of the second round if the player rejects said selected outcome of said first round, wherein said determination is based on the selected probability of providing said positive outcome of said second round, and

(f) display an award based on at least one of the selected outcomes of the first round and any positive outcome of the second round, wherein said award is determined independent of any base game outcome.

Claims 36-43 (canceled).

Claim 44 (currently amended): A gaming device comprising:
an input device;
a display device;
a processor;
a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the input device, for each play of a bonus game, to:

(a) enable a player to play a first round, wherein said first round includes:

(i) selecting one of a plurality of values wherein each value is associated with a probability,

(ii) determining whether to provide said selected value to the player, wherein said determination is based on the probability associated with the selected value,

(iii) providing said selected value to the player if said determination is to provide said selected value to the player, and

(iv) repeating steps (i) to (iii) until the occurrence of a terminating event, and

(b) enable the player to play a second round after the occurrence of said terminating event, wherein said second round includes:

(i) selecting one of a plurality of probabilities of obtaining a modifier of said second round, wherein said probability of obtaining said modifier is: (A) greater than zero, is-(B) selected based exclusively on the number of non-provided values of said first round and (C) selected regardless of which of any of the values of said first round were selected,

(ii) determining whether the player obtains said modifier, wherein said determination is based on said selected probability of obtaining said modifier,

(iii) applying said modifier to any provided values of said first round to form a modified value of said second round, if said determination is that the player obtains said modifier, and

(iv) providing said modified value if said determination is that the player obtains said modifier, wherein said modified value is determined independent of any base game outcome.

Claim 45 (previously presented): The gaming device of Claim 44, wherein the higher the number of non-provided values of said first round, the lower the probability of obtaining said modifier of said second round.

Claim 46 (previously presented): The gaming device of Claim 44, wherein the higher the number of non-provided values of said first round, the higher the probability of obtaining said modifier of said second round.

Claim 47 (currently amended): A gaming device comprising:
an input device;
a display device;
a processor; and
a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the input device, for each play of a bonus game, to:

(a) enable a player to play a first round, wherein said first round includes:

(i) selecting one of a plurality of values, wherein each value is associated with a probability,

(ii) associating said selected value with at least one of a plurality of selections, wherein the number of selections associated with said selected value is based on the probability associated with said selected value,

(iii) enabling the player to pick one of said selections,

(iv) revealing if said selected value is associated with the player picked selection, and

(v) repeating steps (i) to (iv) until the occurrence of a terminating event, and

(b) enable the player to play a second round after the occurrence of said terminating event, wherein said second round includes:

(i) selecting one of a plurality of probabilities of obtaining a modifier of said second round, wherein said probability of obtaining said modifier of said second round is: (A) greater than zero, is-(B) selected based exclusively on the number of un-revealed values of said first round and (C) selected regardless of which of any of the values of said first round were selected,

(ii) associating said modifier with at least one of said selections, wherein the number of selections associated with said modifier is based on the selected probability of obtaining said modifier in the second round,

- (iii) enabling the player to pick one of said selections,
- (iv) revealing if said modifier is associated with the player picked selection,
- (v) applying said modifier to any revealed values of said first round to form a modified value of said second round if said modifier is associated with the player picked selection,
- (vi) providing said modified value if said modifier is associated with the player picked selection, wherein said modified value is determined independent of any base game outcome, and
- (vii) providing any revealed values of said first round if said modifier is not associated with the player picked selection.

Claim 48 (original): The gaming device of Claim 47, which includes a plurality of terminators.

Claim 49 (previously presented): The gaming device of Claim 48, wherein when executed by the processor, said plurality of instructions cause the processor to provide the player one of said terminators in the first round if the player's picked selection is not associated with said selected value.

Claim 50 (original): The gaming device of Claim 49, wherein said terminating event occurs when the player is provided a designated number of terminators.

Claim 51 (previously presented): The gaming device of Claim 47, wherein the higher the number of un-revealed values of said first round, the lower the probability of obtaining said modifier of said second round.

Claim 52 (currently amended): A gaming device comprising:
an input device;
a display device;
a processor; and
a memory device which stores a plurality of instructions, which when executed by the processor, cause the processor to operate with the display device and the input device, for each play of a bonus game, to:

(a) enable a player to play a first round, wherein said first round includes:

(i) selecting one of a plurality of opportunities of said first round, wherein each opportunity is associated with a probability of obtaining one of a plurality of values,

(ii) selecting one of said values for said selected opportunity,

(iii) associating said selected value with at least one of a plurality of selections, wherein the number of selections associated with said selected value is based on the probability associated with said selected opportunity,

(iv) enabling the player to pick one of said selections,

(v) revealing if said selected value is associated with the player picked selection, and

(vi) repeating steps (i) to (v) until the occurrence of a terminating event, and

(b) enable the player to play a second round after the occurrence of said terminating event, wherein said second round includes:

(i) selecting one of a plurality of probabilities of obtaining a modifier of said second round, wherein said probability of obtaining said modifier of said second round is: (A) greater than zero, is ~~(B)~~ selected based exclusively on the number of un-revealed values of said first round and (C) selected regardless of which of any of the values of said first round were selected,

- (ii) associating said modifier with at least one of said selections, wherein the number of selections associated with said modifier is based on the selected probability of obtaining said modifier in the second round,
- (iii) enabling the player to pick one of said selections,
- (iv) revealing if said modifier is associated with the player picked selection,
- (v) applying said modifier to any revealed values of said first round to form a modified value of said second round, if said modifier is associated with the player picked selection,
- (vii) providing said modified value if said modifier is associated with the player picked selection, wherein said modified value is determined independent of any base game outcome, and
- (viii) providing any revealed values of said first round if said modifier is not associated with the player picked selection.

Claim 53 (original): The gaming device of Claim 52, wherein said terminating event occurs when the steps (i) to (v) are repeated for a designated number of opportunities.

Claim 54 (original): The gaming device of Claim 52, which includes a plurality of terminators.

Claim 55 (previously presented): The gaming device of Claim 54, wherein when executed by the processor, said plurality of instructions cause the processor to provide the player one of said terminators in the first round if the player's picked selection is not associated with said selected value.

Claim 56 (original): The gaming device of Claim 55, wherein said terminating event occurs when the player is provided a designated number of terminators.

Claim 57 (previously presented): The gaming device of Claim 52, wherein the higher the number of un-revealed values of said first round, the lower the probability of obtaining said modifier of said second round.

Claim 58 (currently amended): A gaming device comprising:
a primary wagering game operable upon a wager by a player;
a first round;
a plurality of values of said first round, wherein each value is associated with a probability;
a second round including a modifier;
a plurality of probabilities of obtaining said modifier of said second round; and
a triggering event associated with said primary wagering game, wherein, after the occurrence of said triggering event, for each play of a bonus game:

(a) the player is enabled to play said first round, wherein, in said first round:

(i) one of said plurality of values is selected,
(ii) a determination occurs of whether to provide said selected value to the player, wherein said determination is based on the probability associated with the selected value,

(iii) said selected value is provided to the player if said determination is to provide said selected value to the player, and

(iv) steps (i) to (iii) are repeated until the occurrence of a terminating event; and

(b) the player is enabled to play said second round after the occurrence of said terminating event, wherein in said second round:

(i) one of said probabilities of obtaining said modifier of said second round is selected, wherein said probability of obtaining said modifier is: (A) greater than zero, is-(B) selected based exclusively on the number of non-provided values of said first round and (C) selected regardless of which of any of the values of said first round were selected,

(ii) a determination occurs of whether the player obtains said modifier, wherein said determination is based on said selected probability of obtaining said modifier,

(iii) said modifier is applied to any provided values of said first round to form a modified value of said second round, if said determination is that the player obtains said modifier, and

(iv) said modified value is provided to the player if said determination is that the player obtains said modifier, wherein said modified value is determined independent of any primary wageringbase game outcome.

Claim 59 (previously presented): The gaming device of Claim 58, wherein the higher the number of non-provided values of said first round, the lower the probability of obtaining said modifier of said second round.

Claim 60 (previously presented): The gaming device of Claim 58, wherein the higher the number of non-provided values of said first round, the higher the probability of obtaining said modifier of said second round.